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AMENDMENTS TO THE CLAIMS

Please amend the claims as follows:

1. (Currently amended) A method for displaying a graphical path in a video game, comprising:
 - retrieving graphical path data associated with a previous run;
 - displaying the graphical path data as a visual string of path markers; and
 - determining a color for a displayed path marker of the visual string of path markers based upon an elapsed time from a starting point to a current location of a player character of a current video game session and an elapsed time from a starting point to the current location of the player character associated with the displayed path marker from the previous run and recorded for each point in the path.
2. (Previously presented) The method of claim 1, wherein the determining further comprises selecting a first color for the displayed path marker if the elapsed time associated with the displayed path marker is greater than the elapsed time of the current video game session.
3. (Previously presented) The method of claim 1, wherein the determining further comprises selecting a color for the displayed path marker based upon a character state associated with the displayed path marker if the elapsed time associated with the displayed path marker is less than or equal to the elapsed time of the current video game session.
4. (Previously presented) The method of claim 3, wherein the character state associated with the displayed path marker is an "on the ground" state.

5. (Previously presented) The method of claim 3, wherein the character state associated with the displayed path marker is an "airborne" state.
6. (Previously presented) The method of claim 3, wherein the character state associated with the displayed path marker is a "crashed" state.
7. (Previously presented) The method of claim 1, wherein the determining further comprises selecting a color based upon a character state associated with the displayed path marker.
8. (Original) The method of claim 1, wherein the previous run is a "best time" run.
9. (Original) The method of claim 1, wherein the previous run is a "worst time" run.
10. (Original) The method of claim 1, wherein the previous run is an "average time" run.
11. (Original) The method of claim 1, wherein the previous run is a run selected from one or more previous runs.
12. (Original) The method of claim 1, further comprising generating current graphical path data associated with the current video game session.
13. (Original) The method of claim 12, further comprising storing the current graphical path data as "best time" run graphical path data if a total elapsed time of the current video game session is less than a total elapsed time associated with a previous "best time" run.

14. (Original) The method of claim 12, further comprising storing the current graphical path data as "worst time" run graphical path data if a total elapsed time of the current video game session is greater than a total elapsed time associated with the previous run.

15. (Original) The method of claim 12, further comprising utilizing the current graphical path data in determining an "average time" run graphical path data.

16. (Previously presented) The method of claim 1, wherein the visual string of path markers are generated at a substantially equal-distance from each other.

17. (Original) The method of claim 1, wherein the retrieving further comprises retrieving the graphical path data associated with the previous run from a data cache.

18. (Original) The method of claim 1, wherein the retrieving further comprises retrieving the graphical path data associated with the previous run from a memory card.

19. (Currently amended) ~~An electronic-readable~~ A computer readable storage medium having embodied thereon a program, the program being executable by a ~~machine processor~~ to perform a method for displaying a graphical path in a video game, the method comprising:

A method for displaying a graphical path in a video game, comprising:

retrieving graphical path data associated with a previous run;

displaying the graphical path data as a visual string of path markers; and

determining a color for a displayed path marker of the visual string of path markers based upon an elapsed time from a starting point to a current location of a player character of a current video game session and an elapsed time from a starting point to the current location of a player character associated with the displayed path marker from the previous run and recorded for each point in the path.

20. (Currently amended) The ~~electronic-readable~~computer readable storage medium of claim 19, wherein the determining further comprises selecting a first color for the displayed path marker if the elapsed time associated with the displayed path marker is greater than the elapsed time of the current video game session.

21. (Currently amended) The ~~electronic-readable~~computer readable storage medium of claim 19, wherein the determining further comprises selecting a color for the displayed path marker based upon a character state associated with the displayed path marker if the elapsed time associated with the displayed path marker is less than or equal to the elapsed time of the current video game session.

22. (Currently amended) The ~~electronic-readable~~computer readable storage medium of claim 19, further comprising generating current graphical path data associated with the current video game session.

23. (Currently amended) The ~~electronic-readable~~computer readable storage medium of claim 22, further comprising storing the current graphical path data as the "best time" run graphical path data if a total elapsed time of the current video game session is less than a total elapsed time associated with a previous "best time" run.

24. (Currently amended) An electronic entertainment system for displaying a graphical path in a video game, comprising:

a data cache configured to store graphical path data associated with a current video game session and a previous run;

a processor configured to retrieve the graphical path data associated with the previous run, ~~[[and]]~~ to generate a visual string of path markers, and to determine a color for a displayed path marker of the visual string of path markers based upon an elapsed time from a starting point to a current location of a player character of a current video game session and an elapsed time from a starting point to the current location of a player character associated with the displayed path marker from the previous run and recorded for each point in the path; and

a display device configured to display the visual string of path markers.

25. (Cancelled)

26. (Previously presented) The electronic entertainment system of claim 24, wherein the processor is further configured to determine a color for a displayed path marker of the visual string of path markers based upon a character state associated with the displayed path marker.

27. (Original) The electronic entertainment system of claim 24, further comprising a memory card configured to store graphical path data associated with the previous run.

28. (Original) The electronic entertainment system of claim 24, wherein the processor is further configured to generate and store graphical path data of the current video game session in the data cache.

29. (Original) The electronic entertainment system of claim 24, wherein the processor is further configured to store current graphical path data of the current video game session as "best time" run graphical path data if a total elapsed time of the current video game session is less than a total elapsed time associated with a previous "best time" run.

30. (Previously presented) A system for displaying a graphical path in a video game session, comprising:

means for retrieving graphical path data associated with a previous video game session;

means for displaying the graphical path data as a visual string of path markers; and

means for determining a color of a displayed path marker of the visual string of path markers based upon an elapsed time from a starting point to a current location of a player character of the video game session, an elapsed time from a starting point to the current location of a player character associated with the displayed path marker from the previous run and recorded for each point in the path, and a character state associated with the displayed path marker.